

FRKTAL LIMITED



Dustin Henderson	Neutral Good	
PLAYER NAME	ALIGNMENT	
Farmer	Cleric	1
BACKGROUND	CLASS	LEVEL
Dwarf	—	
SPECIES	SUBCLASS	

SIZE
Medium

INITIATIVE
−1

SPEED
30 feet

PROFICIENCY BONUS
+2

ARMOR CLASS
16

HIT POINTS	HIT DICE	DEATH SAVES
		○○○
	12	SUCCESSSES
		○○○
CURRENT	MAX	FAILURES

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Battleaxe	+5	1d8 + 3 Slashing	Versatile (1d10)
Mace	+5	1d6 + 3 Bludgeoning	—

FEATS
TOUGH Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS
As a Dwarf, you have these special traits. Darkvision. You have Darkvision with a range of 120 feet. Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition. Dwarven Toughness. Your Hit Point maximum increases by 1 (included in Hit Points), and it increases by 1 again whenever you gain a level. Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked. You can use this Bonus Action twice, and you regain all expended uses when you finish a Long Rest.

CLASS FEATURES
SPELLCASTING You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Cleric spells. Cantrips. You know three Cleric cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table. Spell Slots. You have two level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest. Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the level 1 spells listed on your Cantrips & Prepared Spells table. Spellcasting focus. You can use a Holy Symbol as a Spellcasting focus for your Cleric spells. Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells. DIVINE ORDER: PROTECTOR You have dedicated yourself to the sacred role of protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor (included in Equipment Training & Proficiencies).

STRENGTH
+3
MODIFIER
16
SCORE
+3 SAVING THROW
+3 ATHLETICS

DEXTERITY
−1
MODIFIER
8
SCORE
−1 SAVING THROW
−1 ACROBATICS
−1 SLEIGHT OF HAND
−1 STEALTH

CONSTITUTION
+1
MODIFIER
13
SCORE
+1 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Dwarvish, Goblin

INTELLIGENCE
+0
MODIFIER
10
SCORE
+0 SAVING THROW
+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+2 NATURE
+0 RELIGION

WISDOM
+3
MODIFIER
16
SCORE
+5 SAVING THROW
+5 ANIMAL HANDLING
+5 INSIGHT
+5 MEDICINE
+3 PERCEPTION
+3 SURVIVAL

CHARISMA
+1
MODIFIER
12
SCORE
+3 SAVING THROW
+1 DECEPTION
+1 INTIMIDATION
+1 PERFORMANCE
+1 PERSUASION



FRAKTAL LIMITED

Dustin Henderson	Neutral Good
PLAYER NAME	ALIGNMENT
Farmer	Cleric
BACKGROUND	CLASS
Dwarf	—
SPECIES	SUBCLASS
	2
	LEVEL

SIZE
Medium

INITIATIVE
−1

SPEED
30 feet

PROFICIENCY BONUS
+2



HIT POINTS	HIT DICE	DEATH SAVES
		○○○
	21	SUCCESSSES
		○○○
CURRENT	MAX	FAILURES

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Battleaxe	+5	1d8 + 3 Slashing	Versatile (1d10)
Mace	+5	1d6 + 3 Bludgeoning	—

FEATS
TOUGH Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS
As a Dwarf, you have these special traits. Darkvision. You have Darkvision with a range of 120 feet. Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition. Dwarven Toughness. Your Hit Point maximum increases by 1 (included in Hit Points), and it increases by 1 again whenever you gain a level. Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked. You can use this Bonus Action twice, and you regain all expended uses when you finish a Long Rest.

CLASS FEATURES
SPELLCASTING You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Cleric spells. Cantrips. You know three Cleric cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table. Spell Slots. You have three level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest. Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the level 1 spells listed on your Cantrips & Prepared Spells table. Spellcasting focus. You can use a Holy Symbol as a Spellcasting focus for your Cleric spells. Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells. DIVINE ORDER: PROTECTOR You have dedicated yourself to the sacred role of protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor (included in Equipment Training & Proficiencies). CHANNEL DIVINITY You can channel divine energy to fuel magical effects. You have two effect options: Divine Spark and Turn Undead. Each time you use Channel Divinity, choose which Channel Divinity effect to create. You can use Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. If a Channel Divinity effect requires a saving throw, the DC equals your spell save DC (13). Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine

STRENGTH
+3
MODIFIER
16
SCORE
+3 SAVING THROW
+3 ATHLETICS

DEXTERITY
−1
MODIFIER
8
SCORE
−1 SAVING THROW
−1 ACROBATICS
−1 SLEIGHT OF HAND
−1 STEALTH

CONSTITUTION
+1
MODIFIER
13
SCORE
+1 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Dwarvish, Goblin

INTELLIGENCE
+0
MODIFIER
10
SCORE
+0 SAVING THROW
+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+2 NATURE
+0 RELIGION

WISDOM
+3
MODIFIER
16
SCORE
+5 SAVING THROW
+5 ANIMAL HANDLING
+5 INSIGHT
+5 MEDICINE
+3 PERCEPTION
+3 SURVIVAL

CHARISMA
+1
MODIFIER
12
SCORE
+3 SAVING THROW
+1 DECEPTION
+1 INTIMIDATION
+1 PERFORMANCE
+1 PERSUASION

FRANTAL LIMITED



Dustin Henderson	Neutral Good
PLAYER NAME	ALIGNMENT
Farmer	Cleric
BACKGROUND	CLASS
Dwarf	War Domain
SPECIES	SUBCLASS

SIZE
Medium

INITIATIVE
-1

SPEED
30 feet

PROFICIENCY BONUS
+2

ARMOR CLASS
16

HIT POINTS	HIT DICE	DEATH SAVES
CURRENT	MAX	SPENT
	30	3d8
		MAX
		OOO SUCCESSES
		OOO FAILURES

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Battleaxe	+5	1d8 + 3 Slashing	Versatile (1d10)
Mace	+5	1d6 + 3 Bludgeoning	-

FEATS
TOUGH Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS
As a Dwarf, you have these special traits. Darkvision. You have Darkvision with a range of 120 feet. Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition. Dwarven Toughness. Your Hit Point maximum increases by 1 (included in Hit Points), and it increases by 1 again whenever you gain a level. Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked. You can use this Bonus Action twice, and you regain all expended uses when you finish a Long Rest.

CLASS FEATURES
SPELLCASTING You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Cleric spells. Cantrips. You know three Cleric cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table. Spell Slots. You have four level 1 spell slots for casting your level 1 spells and two level 2 spell slots for casting your level 2 spells. You regain all expended spell slots when you finish a Long Rest. Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the level 1 and 2 spells listed on your Cantrips & Prepared Spells table. Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells. Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells.
DIVINE ORDER: PROTECTOR You have dedicated yourself to the sacred role of protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor (included in Equipment Training & Proficiencies).
CHANNEL DIVINITY You can channel divine energy to fuel magical effects. You have three effect options: Divine Spark, Guided Strike, and Turn Undead. Each time you use Channel Divinity, choose which Channel Divinity effect to create. You can use Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. If a Channel Divinity effect requires a saving throw, the DC equals your spell save DC (13).

STRENGTH
+3
MODIFIER
16
SCORE
+3 SAVING THROW
+3 ATHLETICS

DEXTERITY
-1
MODIFIER
8
SCORE
-1 SAVING THROW
-1 ACROBATICS
-1 SLEIGHT OF HAND
-1 STEALTH

CONSTITUTION
+1
MODIFIER
13
SCORE
+1 SAVING THROW

HEROIC INSPIRATION
0

LANGUAGES
Common, Dwarvish, Goblin

INTELLIGENCE
+0
MODIFIER
10
SCORE
+0 SAVING THROW
+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+2 NATURE
+0 RELIGION

WISDOM
+3
MODIFIER
16
SCORE
+5 SAVING THROW
+5 ANIMAL HANDLING
+5 INSIGHT
+5 MEDICINE
+3 PERCEPTION
+3 SURVIVAL

CHARISMA
+1
MODIFIER
12
SCORE
+3 SAVING THROW
+1 DECEPTION
+1 INTIMIDATION
+1 PERFORMANCE
+1 PERSUASION



Mike Wheeler	Lawful Good
PLAYER NAME	ALIGNMENT
Noble	Paladin
BACKGROUND	CLASS
Halfling	—
SPECIES	SUBCLASS

SIZE
Small

INITIATIVE
+0

SPEED
30 Feet

PROFICIENCY BONUS
+2



HIT POINTS	HIT DICE	DEATH SAVES
CURRENT	MAX	SUCCESSSES
	11	○○○
		○○○
		FAILURES

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Longsword	+5	1d8 + 3 Slashing	Versatile (1d10); Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow

FEATS
SKILLED You gain proficiency in three skills: Intimidation, Religion, and Stealth (included in your skills).

SPECIES TRAITS
As a Halfling, you have these special traits. Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition. Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space. Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll. Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

CLASS FEATURES
LAY ON HANDS Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total of 5 Hit Points. As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool. You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature. SPELLCASTING You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Paladin spells. Spell Slots. You have two level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest. Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the spells listed on the Prepared Spells table. Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Paladin spells. Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells. WEAPON MASTERY Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins. Whenever you finish a Long Rest, you can

STRENGTH
+3
MODIFIER
17
SCORE
+3 SAVING THROW
+5 ATHLETICS

DEXTERITY
+0
MODIFIER
10
SCORE
+0 SAVING THROW
+0 ACROBATICS
+0 SLEIGHT OF HAND
+2 STEALTH

CONSTITUTION
+1
MODIFIER
12
SCORE
+1 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Elvish,

INTELLIGENCE
-1
MODIFIER
8
SCORE
-1 SAVING THROW

-1 ARCANA
+1 HISTORY
-1 INVESTIGATION
-1 NATURE
+1 RELIGION

WISDOM
+2
MODIFIER
14
SCORE
+4 SAVING THROW

+2 ANIMAL HANDLING
+4 INSIGHT
+2 MEDICINE
+2 PERCEPTION
+2 SURVIVAL

CHARISMA
+2
MODIFIER
14
SCORE
+4 SAVING THROW

+2 DECEPTION
+4 INTIMIDATION



Mike Wheeler

PLAYER NAME

Noble

BACKGROUND

Halfling

SPECIES

Lawful Good

ALIGNMENT

Paladin

CLASS

—

SUBCLASS

SIZE

Small

INITIATIVE

+0

SPEED

30 feet

PROFICIENCY BONUS

+2

ARMOR CLASS

17

HIT POINTS

18

CURRENT

MAX

HIT DICE

SPENT

2d10

MAX

DEATH SAVES

○○○
SUCCESSIONS

○○○
FAILURES

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Longsword	+5	1d8 + 3 Slashing	Versatile (1d10); Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow

FEATS

DEFENSE (FIGHTING STYLE)

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class (included in Armor Class).

SKILLED

You gain proficiency in three skills: Intimidation, Religion, and Stealth (included in your skills).

SPECIES TRAITS

As a Halfling, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

CLASS FEATURES

LAY ON HANDS

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total of 10 Hit Points.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

SPELLCASTING

You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Paladin spells.

Spell Slots. You have two level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the spells listed on the Prepared Spells table.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Paladin spells.

Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells.

WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins. Whenever you finish a Long Rest, you can change the kinds of weapons you chose.

Your weapons have the following mastery properties.

STRENGTH

+3

MODIFIER

17

SCORE

+3 SAVING THROW

+5 ATHLETICS

INTELLIGENCE

-1

MODIFIER

8

SCORE

-1 SAVING THROW

-1 ARCANA

+1 HISTORY

-1 INVESTIGATION

-1 NATURE

+1 RELIGION

DEXTERITY

+0

MODIFIER

10

SCORE

+0 SAVING THROW

+0 ACROBATICS

+0 SLEIGHT OF HAND

+2 STEALTH

WISDOM

+2

MODIFIER

14

SCORE

+4 SAVING THROW

+2 ANIMAL HANDLING

+4 INSIGHT

+2 MEDICINE

+2 PERCEPTION

+2 SURVIVAL

CONSTITUTION

+1

MODIFIER

12

SCORE

+1 SAVING THROW

HEROIC INSPIRATION

○

CHARISMA

+2

MODIFIER

14

SCORE

+4 SAVING THROW

+2 DECEPTION

+4 INTIMIDATION

+2 PERFORMANCE

+4 PERSUASION

LANGUAGES

Common, Elvish, Halfling

FRAKTAL LIMITED



Mike Wheeler

PLAYER NAME

Noble

BACKGROUND

Halfling

SPECIES

Lawful Good

ALIGNMENT

Paladin

CLASS

Oath of Devotion

SUBCLASS

SIZE

Small

INITIATIVE

+0

SPEED

30 Feet

PROFICIENCY BONUS

+2

ARMOR CLASS

17

HIT POINTS

25

CURRENT

MAX

HIT DICE

SPENT

3d10

MAX

DEATH SAVES

○○○
SUCCESSSES

○○○
FAILURES

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Longsword	+5	1d8 + 3 Slashing	Versatile (1d10); Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow

FEATS

DEFENSE (FIGHTING STYLE)

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class (included in Armor Class).

SKILLED

You gain proficiency in three skills: Intimidation, Religion, and Stealth (included in your skills).

SPECIES TRAITS

As a Halfling, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

CLASS FEATURES

LAY ON HANDS

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total of 15 Hit Points.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

SPELLCASTING

You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Paladin spells.

Spell Slots. You have three level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the spells listed on the Prepared Spells table.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting focus for your Paladin spells.

Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells.

WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins. Whenever you finish a Long Rest, you can change the kinds of weapons you chose.

Your weapons have the following mastery properties.

STRENGTH

+3

MODIFIER

17
SCORE

+3 SAVING THROW

+5 ATHLETICS

DEXTERITY

+0

MODIFIER

10
SCORE

+0 SAVING THROW

+0 ACROBATICS

+0 SLEIGHT OF HAND

+2 STEALTH

CONSTITUTION

+1

MODIFIER

12
SCORE

+1 SAVING THROW

HEROIC INSPIRATION

○

LANGUAGES

Common, Elvish, Halfling

INTELLIGENCE

-1

MODIFIER

8
SCORE

-1 SAVING THROW

-1 ARCANA

+1 HISTORY

-1 INVESTIGATION

-1 NATURE

+1 RELIGION

WISDOM

+2

MODIFIER

14
SCORE

+4 SAVING THROW

+2 ANIMAL HANDLING

+4 INSIGHT

+2 MEDICINE

+2 PERCEPTION

+2 SURVIVAL

CHARISMA

+2

MODIFIER

14
SCORE

+4 SAVING THROW

+2 DECEPTION

+4 INTIMIDATION

+2 PERFORMANCE

+4 PERSUASION



Will Byer	Neutral Good
PLAYER NAME	ALIGNMENT
Scribe	Wizard
BACKGROUND	CLASS
Human	—
SPECIES	SUBCLASS
	1
	LEVEL

SIZE
Medium

INITIATIVE
+1

SPEED
30 Feet

PROFICIENCY BONUS
+2



HIT POINTS	HIT DICE	DEATH SAVES
		○○○
	9	SUCCESS
CURRENT	MAX	1d6
		MAX
		○○○
		FAILURES

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Quarterstaff	+1	1d6 - 1 Bludgeoning	Versatile (1d8)
Dagger	+3	1d4 + 1 Piercing	Finesse, Light, Thrown (Range 20/60)

FEATS
SKILLED You gain proficiency in three skills: History, Medicine, and Nature (included in your skills).
TOUGH Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS
As a Human, you have these special traits. Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest. Skillful (Sleight of Hand). You gain proficiency in the Sleight of Hand skill (included in your skills). Versatile (Tough). You gain the Tough feat (included in Feats).

CLASS FEATURES
SPELLCASTING As a student of arcane magic, you have learned to cast spells. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Wizard spells. Cantrips. You know three Wizard cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table. Spellbook. Your wizardly apprenticeship culminated in the creation of your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you. The book contains the level 1 spells you know. To make your spellbook, take the Spell Cards that match the level 1 spells listed on your Cantrips & Prepared Spells table. Spell Slots. You have two level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest. Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, choose four level 1 Spell Cards from your spellbook; these are your prepared spells. Set the other Spell Cards aside. Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your prepared spells, replacing any of the Spell Cards with other Spell Cards from your spellbook. Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells. Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.
ARCANE RECOVERY You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can recover one expended level 1 spell slot. Once you use this feature, you can't do so again until you finish a Long Rest.

STRENGTH
-1
MODIFIER
8
SCORE
-1
SAVING THROW
-1
ATHLETICS

DEXTERITY
+1
MODIFIER
13
SCORE
+1
SAVING THROW
+1
ACROBATICS
+3
SLEIGHT OF HAND
+1
STEALTH

CONSTITUTION
+1
MODIFIER
12
SCORE
+1
SAVING THROW

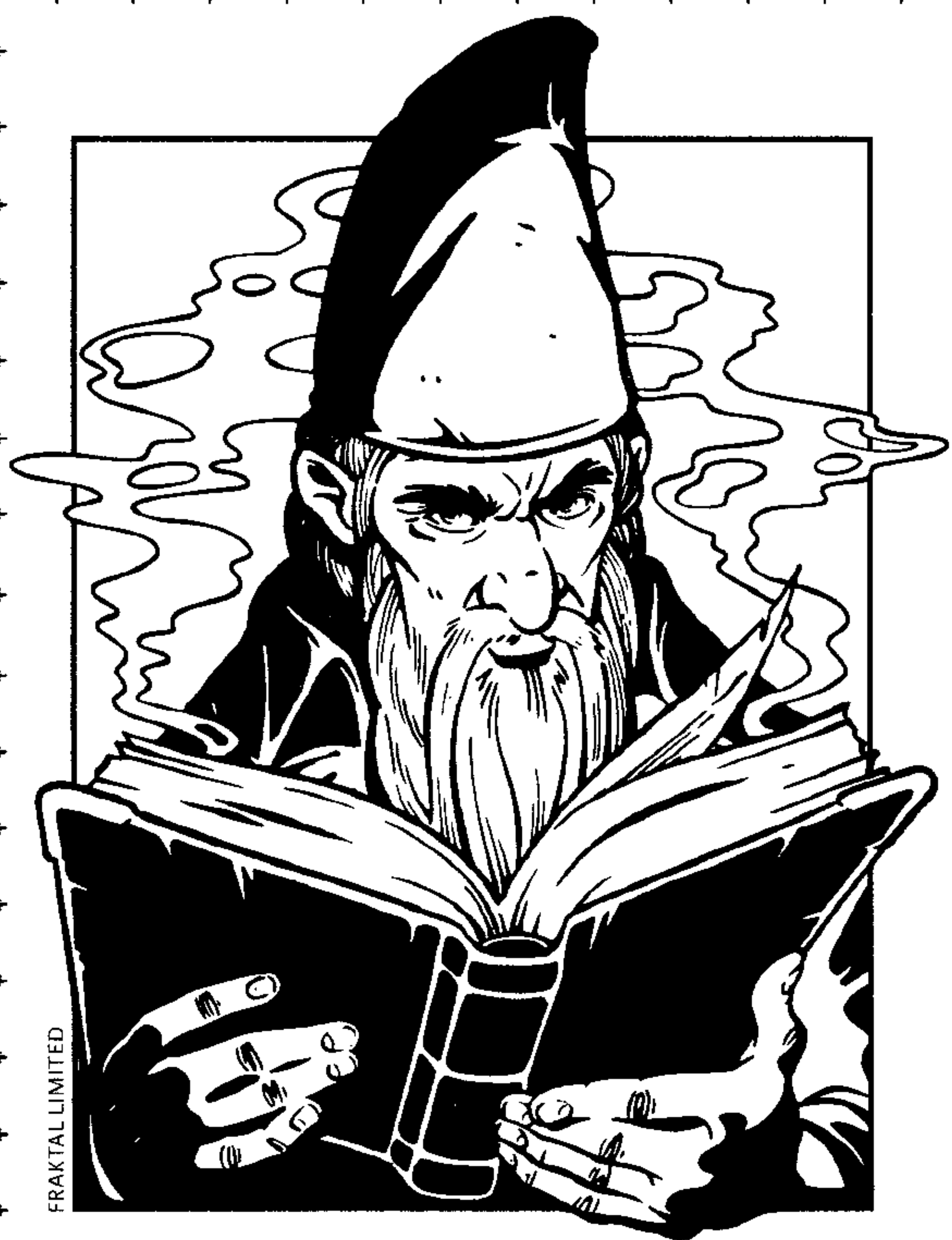
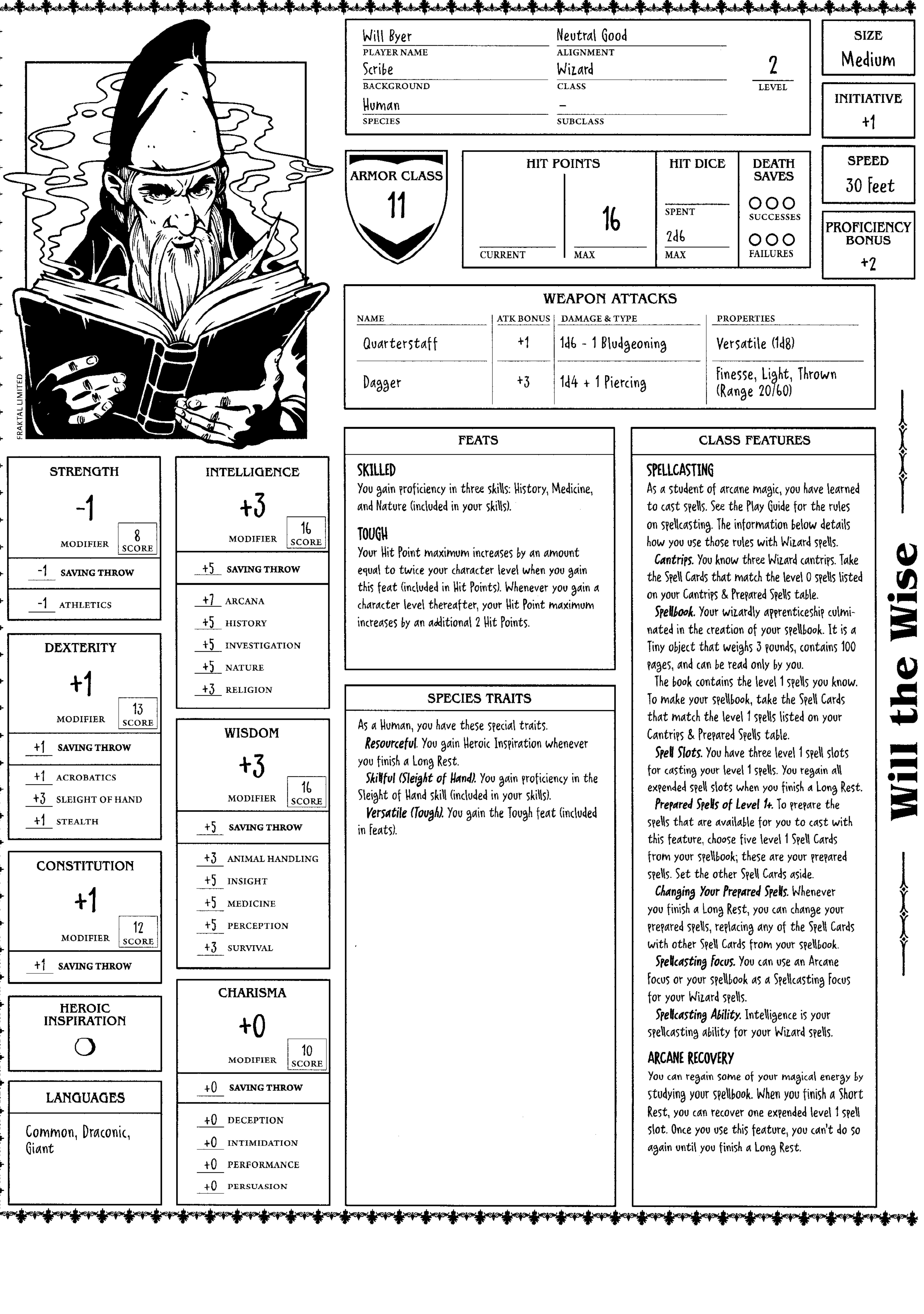
HEROIC INSPIRATION
○

LANGUAGES
Common, Draconic, Giant

INTELLIGENCE
+3
MODIFIER
16
SCORE
+5
SAVING THROW
+5
ARCANA
+5
HISTORY
+5
INVESTIGATION
+5
NATURE
+3
RELIGION

WISDOM
+3
MODIFIER
16
SCORE
+5
SAVING THROW
+3
ANIMAL HANDLING
+5
INSIGHT
+5
MEDICINE
+5
PERCEPTION
+3
SURVIVAL

CHARISMA
+0
MODIFIER
10
SCORE
+0
SAVING THROW
+0
DECEPTION
+0
INTIMIDATION
+0
PERFORMANCE
+0
PERSUASION



Will Byer	Neutral Good
PLAYER NAME	ALIGNMENT
Scribe	Wizard
BACKGROUND	CLASS
Human	—
SPECIES	SUBCLASS
	2
	LEVEL

SIZE
Medium

INITIATIVE
+1

SPEED
30 feet

PROFICIENCY BONUS
+2

ARMOR CLASS
11

HIT POINTS	HIT DICE	DEATH SAVES
		○○○
	16	SUCCESSES
CURRENT	MAX	○○○
		FAILURES
		2d6
		MAX

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Quarterstaff	+1	1d6 - 1 Bludgeoning	Versatile (1d8)
Dagger	+3	1d4 + 1 Piercing	Finesse, Light, Thrown (Range 20/60)

STRENGTH
-1
MODIFIER
8
SCORE
-1
SAVING THROW
-1
ATHLETICS

INTELLIGENCE
+3
MODIFIER
16
SCORE
+5
SAVING THROW

DEXTERITY
+1
MODIFIER
13
SCORE
+1
SAVING THROW
+1
ACROBATICS
+3
SLEIGHT OF HAND
+1
STEALTH

+7
ARCANA
+5
HISTORY
+5
INVESTIGATION
+5
NATURE
+3
RELIGION

CONSTITUTION
+1
MODIFIER
12
SCORE
+1
SAVING THROW

WISDOM
+3
MODIFIER
16
SCORE
+5
SAVING THROW

HEROIC INSPIRATION
○

+3
ANIMAL HANDLING
+5
INSIGHT
+5
MEDICINE
+5
PERCEPTION
+3
SURVIVAL

LANGUAGES
Common, Draconic, Giant

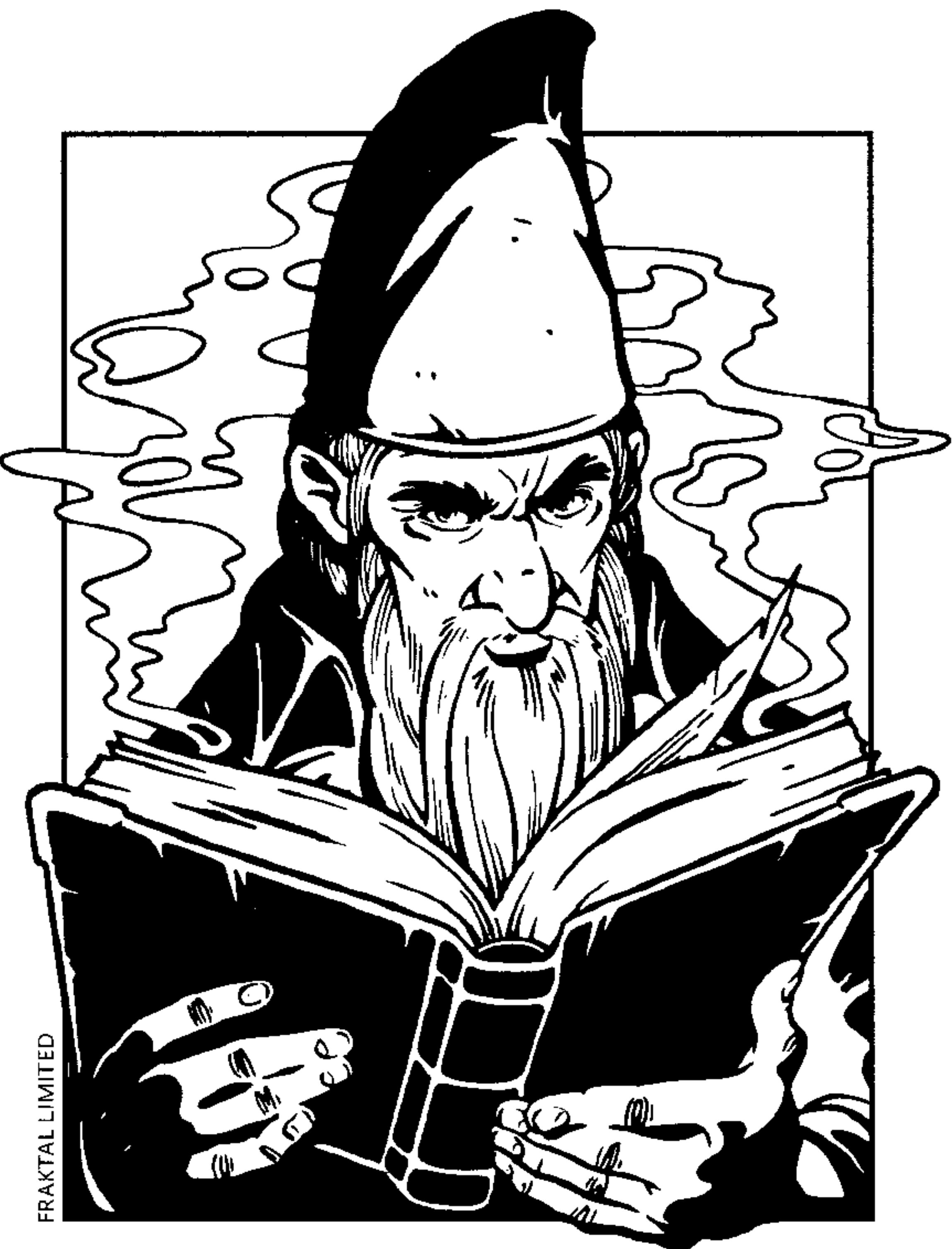
CHARISMA
+0
MODIFIER
10
SCORE
+0
SAVING THROW
+0
DECEPTION
+0
INTIMIDATION
+0
PERFORMANCE
+0
PERSUASION

FEATS
SKILLED
You gain proficiency in three skills: History, Medicine, and Nature (included in your skills).
TOUGH
Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS
As a Human, you have these special traits.
Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.
Skillful (Sleight of Hand). You gain proficiency in the Sleight of Hand skill (included in your skills).
Versatile (Tough). You gain the Tough feat (included in feats).

CLASS FEATURES
SPELLCASTING
As a student of arcane magic, you have learned to cast spells. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Wizard spells.
Cantrips. You know three Wizard cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table.
Spellbook. Your wizardly apprenticeship culminated in the creation of your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you.
The book contains the level 1 spells you know. To make your spellbook, take the Spell Cards that match the level 1 spells listed on your Cantrips & Prepared Spells table.
Spell Slots. You have three level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest.
Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, choose five level 1 Spell Cards from your spellbook; these are your prepared spells. Set the other Spell Cards aside.
Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your prepared spells, replacing any of the Spell Cards with other Spell Cards from your spellbook.
Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.
Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.
ARCANE RECOVERY
You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can recover one expended level 1 spell slot. Once you use this feature, you can't do so again until you finish a Long Rest.

Will the Wise



FRAKTAL LIMITED

Will Byer	Neutral Good
PLAYER NAME	ALIGNMENT
Scribe	Wizard
BACKGROUND	CLASS
Human	Evoker
SPECIES	SUBCLASS

SIZE
Medium

INITIATIVE
+1

SPEED
30 feet

PROFICIENCY BONUS
+2

ARMOR CLASS
11

HIT POINTS	HIT DICE	DEATH SAVES
		○○○
	23	SUCCESSSES
		○○○
CURRENT	MAX	FAILURES

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Quarterstaff	+1	1d6 - 1 Bludgeoning	Versatile (1d8)
Dagger	+3	1d4 + 1 Piercing	Finesse, Light, Thrown (Range 20/60)

FEATS
SKILLED You gain proficiency in three skills: History, Medicine, and Nature (included in your skills).
TOUGH Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS
As a Human, you have these special traits. Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest. Skillful (Sleight of Hand). You gain proficiency in the Sleight of Hand skill (included in your skills). Versatile (Tough). You gain the Tough feat (included in feats).

CLASS FEATURES
SPELLCASTING As a student of arcane magic, you have learned to cast spells. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Wizard spells. Cantrips. You know three Wizard cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table. Spellbook. Your wizardly apprenticeship culminated in the creation of your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you. The book contains the level 1 and 2 spells you know. To make your spellbook, take the Spell Cards that match the level 1 and 2 spells listed on your Cantrips & Prepared Spells table. Spell Slots. You have four level 1 spell slots for casting your level 1 spells and two level 2 spell slots for casting your level 2 spells. You regain all expended spell slots when you finish a Long Rest. Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, choose six level 1 or 2 Spell Cards from your spellbook; these are your prepared spells. Set the other Spell Cards aside. Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your prepared spells, replacing any of the Spell Cards with other Spell Cards from your spellbook. Spellcasting focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells. Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.
ARCANE RECOVERY You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots. Once you use this feature, you can't do so again until you finish a Long Rest.

STRENGTH
-1
MODIFIER
8
SCORE
-1 SAVING THROW
-1 ATHLETICS

DEXTERITY
+1
MODIFIER
13
SCORE
+1 SAVING THROW
+1 ACROBATICS
+3 SLEIGHT OF HAND
+1 STEALTH

CONSTITUTION
+1
MODIFIER
12
SCORE
+1 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Draconic, Giant

INTELLIGENCE
+3
MODIFIER
16
SCORE
+5 SAVING THROW

+7 ARCANA
+5 HISTORY
+5 INVESTIGATION
+5 NATURE
+3 RELIGION

WISDOM
+3
MODIFIER
16
SCORE
+5 SAVING THROW

+3 ANIMAL HANDLING
+5 INSIGHT
+5 MEDICINE
+5 PERCEPTION
+3 SURVIVAL

CHARISMA
+0
MODIFIER
10
SCORE
+0 SAVING THROW

+0 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION